

SONIC RIDERS™



EmuMovies
INSTRUCTION BOOKLET

SEGA



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE, TWO, THREE OR
FOUR PLAYERS AND
CONTROLLERS.



THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.

Thank you for purchasing SONIC RIDER™. Please note that this software is designed for use with Nintendo GameCube™. Be sure to read this instruction booklet thoroughly before you start playing.



Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

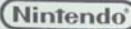
This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of the notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.



LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

CONTENTS

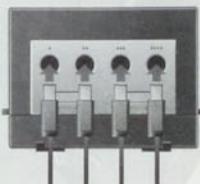
Starting Up	4
Controller	5
Prologue	6
Characters	7
Starting the Game	10
Game Modes	12
Playing the Game	15
■ Viewing the Game Screens	15
■ Extreme Gear Air System	17
■ Controls	17
■ Gimmicks	19
■ Developing Your Racing Skills	21
■ Special Rule Modes	24
■ Finishing the Game	25
Credits	26



STARTING UP

HARDWARE SETUP

SONIC RIDER™ is a game for one to four players. Connect the NINTENDO GAME-CUBE™ Controller to Controller Socket 1 for one player, and Controller Sockets 2 to 4 for each additional player.



SAVE FILES

SONIC RIDER™ is a Nintendo GameCube™ Memory Card compatible game (Memory Card sold separately). To use the Memory Card, it must be inserted into Memory Card Slot A. Any Memory Card inserted into Slot B will not be recognized. You will be prompted to create a new Game Data the first time you play. A minimum of 1 block of free memory space is required to create each Game Data up to a total of 99. An additional 14 blocks of free memory space is required for each Ghost Data created. Only 1 Ghost Data can be saved for each race track in Time Attack. Never turn OFF the Nintendo GameCube™ power or remove the Memory Card while the Game Data is being saved. See p.11 in this booklet for details on managing your Game Data.

WARNING: This title uses an autosave feature as the only method of saving your Game Data. Insertion of a Memory Card after boot up may result in data being overwritten.

USING PROGRESSIVE SCAN TV

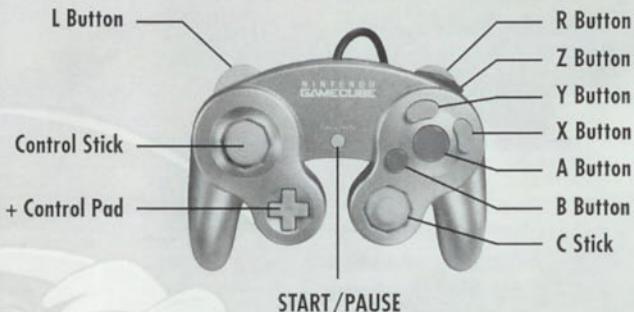
This game can be set to display a higher resolution image on TVs that support progressive scan mode (EDTV, HDTV). In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube™ Component Video Cable (available only through Nintendo, visit www.nintendo.com or call 1-800-255-3700).

To activate the progressive scan mode, press and hold the **R** Button while the Nintendo GameCube™ logo is being displayed until the message "DO YOU WANT TO DISPLAY THE GAME IN PROGRESSIVE SCAN MODE?" appears. Select YES to activate the mode.

Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide screen (16:9) format.



NINTENDO GAMECUBE CONTROLLER



- This game supports the Rumble Feature of the Controller. This can be activated/deactivated from the OPTIONS menu (p.11).

Menu Controls

Control Stick	Change highlighted selection
Ⓐ Button	Enter Selection
Ⓑ Button	Cancel/Return to previous screen

Game Controls

Control Stick	Move character/Perform Trick Action ↑ Move forward/Front flip (during Trick Action) ↓ Move backward/Back flip (during Trick Action) ↔ Move sideways/Steer/Sideways spin (during Trick Action)
(A) Button	Jump/Grind
(B) / (X) Button	Air Boost/Attack rival
(L) / (R) Button	Brake/Air Slide (with ↔)
(L) + (R) Button	Exit Turbulence/Tornado
(Z) Button	Not used
(C) Stick	Not used
START/PAUSE	Pause/Skip event

- When riding on Extreme Gear, no Controller input is required to move forward.



PROLOGUE

At Midnight one evening in Metal City, Sonic and friends uncovered a valuable Chaos Emerald. As they stood admiring it, a mysterious trio on floating Extreme Gear airboards appeared out of nowhere and snatched the precious gem.

As they raced away, one of the three dropped their airboard and Sonic jumped aboard to pursue the thieves. But unaccustomed to riding, he lost his footing and they got away.

Later, as Sonic and friends gathered in Metal City Plaza, they were interrupted by Dr. Eggman speaking from a giant building monitor.

"I've put together a little extra something to spice things up! I call it the 'EX World Grand Prix!' A tournament to see who's the best of the best with Extreme Gear!"

Sonic groaned with disdain.

"Eggman again! Just what is he up to this time?"

At that moment, the three mysterious Chaos Emerald thieves appeared as top ranking entrants on the monitor and Sonic's attitude changed.

"The EX World Grand Prix, huh? Let's do this!"

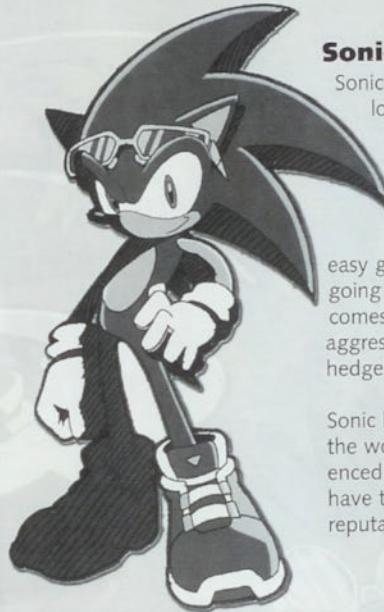
Sonic's mind was made up. But just what is Eggman really planning? And who are the three mysterious characters?

CHARACTERS



Sonic The Hedgehog

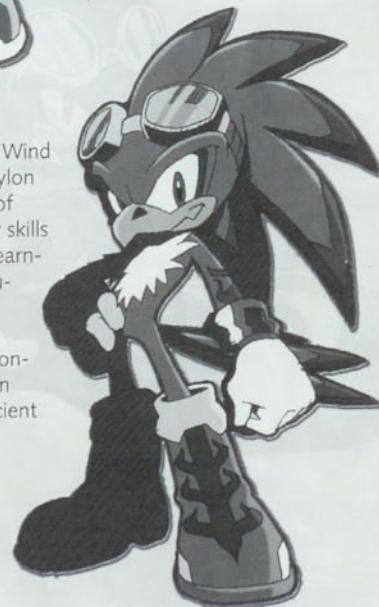
Sonic hates evil as much as he loves freedom. Sonic can be short tempered at times but will always show a gentle side to those in trouble. He's normally carefree and easy going, even when the going gets rough; but when it comes to a showdown he's aggressive and focused like a hedgehog possessed!



Jet the Hawk

Known as the "Legendary Wind Master," Jet leads the Babylon Rogues, a talented group of thieves. Jet's Extreme Gear skills are revered far and wide, earning him an impressive reputation.

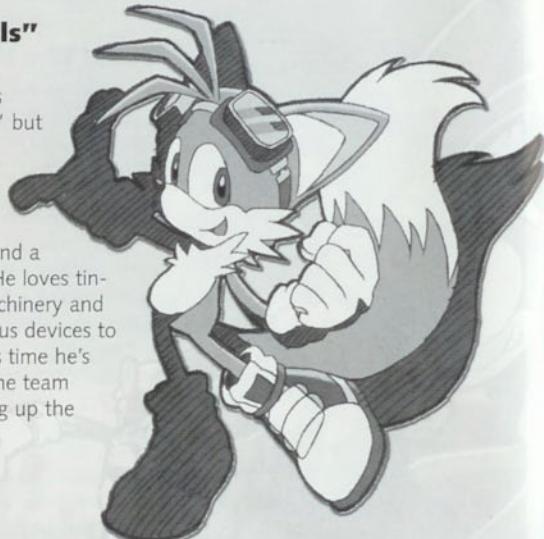
He carries a mysterious "control box" said to have been passed down from the ancient Babylonians.



CHARACTERS

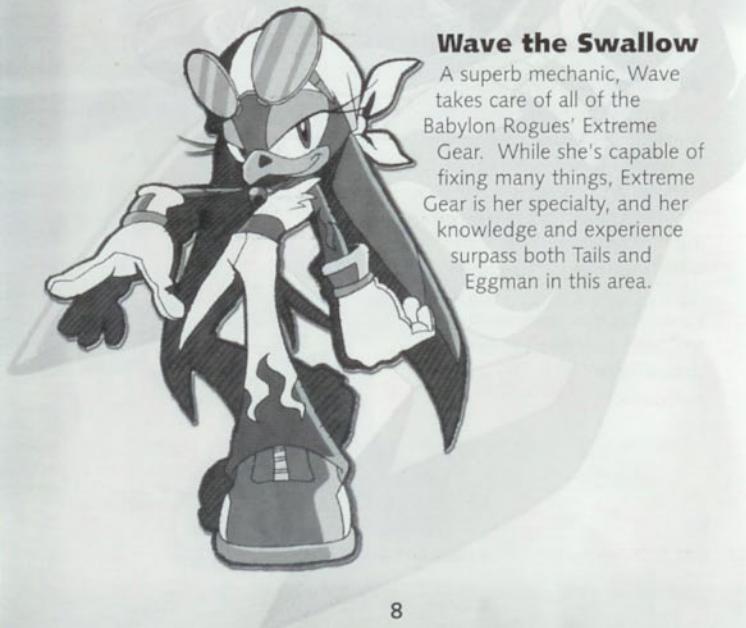
Miles "Tails" Prower

His real name is "Miles Prower," but his friends just call him "Tails." He's a little kid fox with two tails and a heart of gold. He loves tinkering with machinery and has made various devices to help Sonic. This time he's pitching in as the team mechanic, fixing up the Extreme Gear.



Wave the Swallow

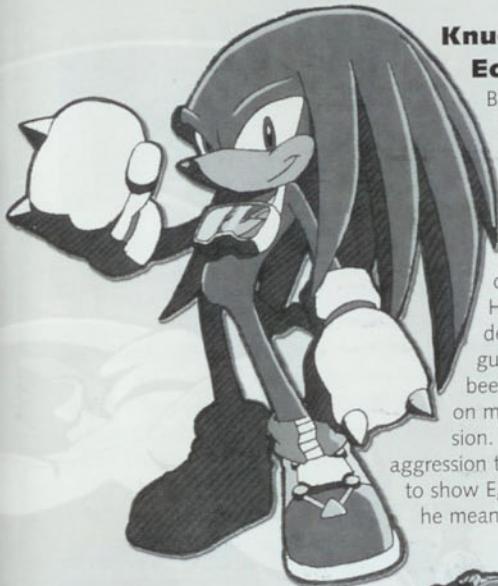
A superb mechanic, Wave takes care of all of the Babylon Rogues' Extreme Gear. While she's capable of fixing many things, Extreme Gear is her specialty, and her knowledge and experience surpass both Tails and Eggman in this area.



CHARACTERS

Knuckles the Echidna

Born on Angel Island, Knuckles spends his days guarding a precious stone called the Master Emerald; for reasons he himself doesn't understand. His hard headed demeanor makes him gullible, and he has been tricked by Eggman on more than one occasion. Bringing his inherent aggression to the race, he plans to show Eggman that this time he means business!



Storm the Albatross

Storm is the muscle behind the Babylon Rogues' nefarious schemes and Jet's right-hand man. What he lacks in smarts, he makes up for in raw power. He has a quick temper, but is slow in movement. He tends to stutter when excited or flustered.





STARTING THE GAME

Press START/PAUSE at the Title screen to access the Main Menu. The first time of each start-up, you will be prompted to load or create a Game Data. See "Managing Game Data" on the facing page for details.



From the Main Menu, select from the following:

- GAME START** Open the Mode Select menu, and choose a game to play. See p.12 for details on Game Modes.
EXTRA Play unlocked movies and audio clips, or browse the Gear Gallery and Records.
OPTIONS Change a variety of game settings.

EXTRA

View or listen to things you've unlocked here.

THEATER

Select a movie from the list and press the **A** Button to play. Press the **B** Button or START/PAUSE during playback to stop and return to the menu.



AUDIO ROOM

Select a music category from the left panel and a track from the right panel to play. Use the onscreen controls like a regular music player. Press the **B** Button to pause, and again to return to the menu.



GEAR GALLERY

Use the Control Stick and the **A** Button to browse the Extreme Gear you have obtained. Use the **L** and **R** Buttons to change the page.



STARTING THE GAME

RECORDS

Use the Control Stick and the **A** Button to browse the race and lap records for each track. Use the **L** and **R** Buttons to move through the game modes.



OPTIONS

Make changes to the following settings:

- Audio Setting** Set sound output to Dolby Pro Logic II, Stereo or Monaural.
Rumble Setting Set the Rumble feature ON/OFF.
Language Setting Set the language settings for subtitles.
Game Data Choose which Game Data to use.

MANAGING GAME DATA

The Game Data screen in Options and at start-up allows you to create, load and delete Game Data on a Nintendo GameCube™ Memory Card. Select a Game Data from those available, and details of your current progress will be displayed on the right side of the screen. Press the **A** Button to enter, then select **Start** to load, or **Delete** to erase the Game Data from the Memory Card. If there is no Game Data on the Memory Card, or you wish to create a new Game Data, select **NEW GAME** and then **Start**.

ENJOY THE GAME WITH DOLBY PRO LOGIC II

This game is presented in Dolby® Pro Logic® II surround sound. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You will need to enable Dolby Pro Logic II in the Audio Settings menu of the game.



Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories. Manufactured under license from Dolby Laboratories.



GAME MODES

SONIC RIDER™ features a wide variety of gameplay modes as detailed below. Use the Control Stick **▲ ▼** to select a game mode from the menu and press the **Ⓐ** Button to continue.

NORMAL RACE

Compete in one of the following race styles:

■ FREE RACE (1P-4P)

Compete against other players and CPU characters on a selected track.

■ TIME ATTACK (1P only)

Select a track and race against the clock.

■ WORLD GRAND PRIX (1P-2P)

Compete on 5 race tracks to become the overall champion.



STORY MODE (1P)

Enter races based on the storyline.

MISSION MODE (1P)

Clear given Missions one after another. This mode will be unlocked after certain conditions have been met.



TAG MODE (1P-4P)

Team up with another player and share a single Air Tank (p.17) as you compete against another team on a selected track. See p.24 for more details.



SURVIVAL MODE (1P-4P)

Play until one player remains in the following modes:

■ RACE STAGE (p.24)

Pass through gates while carrying the Chaos Emerald to score and win!

■ BATTLE STAGE (p.25)

Fight off your rivals to survive.

SHOP

Purchase a range of Extreme Gear equipment with the accumulated Rings you collected (p.23).

GAME MODES

CHOOSING A TRACK AND CHARACTER

Depending on the game mode, you will be required to select a track and character for each player.

TRACK SELECT SCREEN

Use the Control Stick **◀ ▶** to choose a track and press the **Ⓐ** Button to select.



In some game modes, the following selections can also be made using the Control Stick **▲ ▼** and the **Ⓐ** Button.

RULE SETTING

Use the Control Stick **▲ ▼** to choose a setting, and **◀ ▶** to make changes. Available race settings vary depending on the mode.

Total Laps Set the number of laps per race from 1-99.

Announce Toggle running commentary ON/OFF.

Ghost Toggle ghost display ON/OFF (see below).

Level Toggle Level-Up feature ON/OFF.

Item Toggle availability of Power-Up Items ON/OFF.

Air pit Toggle availability of Air pits ON/OFF.

Air Lost Characters should Run/Retire when their Air Tank is empty.

Default Return all settings to default.

Continue Apply settings and return to the Track Select screen.

CUP SELECT (World Grand Prix)

Use the Control Stick **▲ ▼** to choose the set of tracks for your World Grand Prix.

HOST DISPLAY

When playing in Time Attack Mode, the ghost image of a previous attempt will run with you for a competitive reference. This can be toggled ON/OFF in Rule Setting.

Whenever you complete a Time Attack race, you will be given the option to save the new Ghost Data. Only one Ghost Data can be saved per course, and will require 14 blocks of free memory space. Ghost Data is loaded automatically each race. It may not be possible to save Ghost Data if the race exceeds 3 minutes.

GAME MODES

PLAYER ENTRY SCREEN

Use the Control Stick and the **A** Button to select a character to race with.

Additional players must first press the **A** Button to confirm entry into the race.

Each character can only be selected by a single player, and missing players are filled by CPU characters.



Once a character has been selected, use the Control Stick **↔** and the **A** Button to select the Gear you wish to use. The first time you play, only one type of Gear will be available per character.

When all the competing players have made their selection, you will be prompted to begin. Press START/PAUSE to begin the race.

MISSION SELECT

In Mission Mode, the aim is to outshine the Babylon characters by performing sets of tricks and other Missions timed to coincide with their schedules. Use the Control Stick **▲▼** and the **A** Button to choose a Babylon character's schedule, and bring up the Mission Mode select screen.



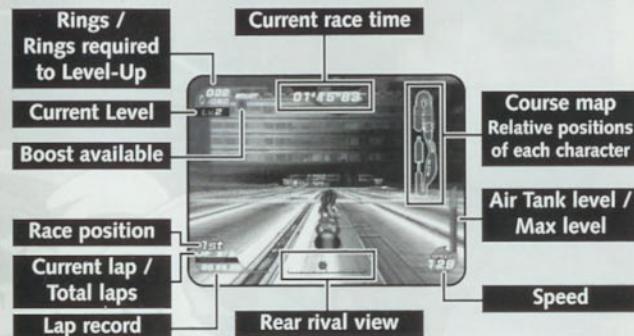
At the Mission Mode select screen, you can use the Control Stick **↔** to select a track, and **▲▼** to select a Mission. Details of the Mission, reports and records from previous attempts will be detailed on the right panel. Press the **Y** Button to view any collected Treasure. Finally, press the **A** Button to receive a briefing and begin.

As certain conditions are met throughout the game, the number of available Missions will increase.

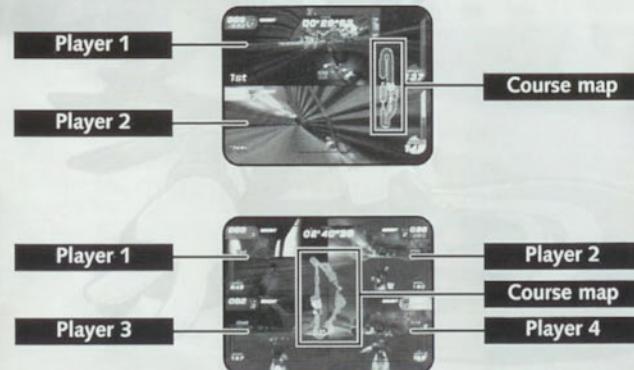
PLAYING THE GAME

VIEWING THE GAME SCREENS

SINGLE PLAYER GAME SCREEN

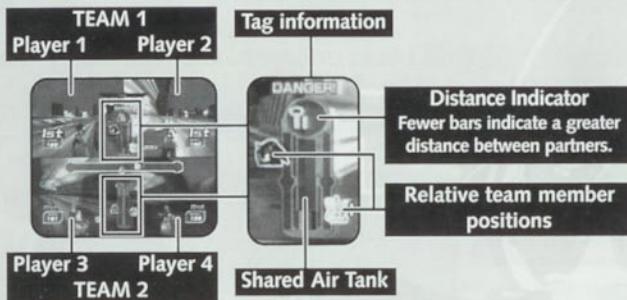


MULTI PLAYER GAME SCREEN

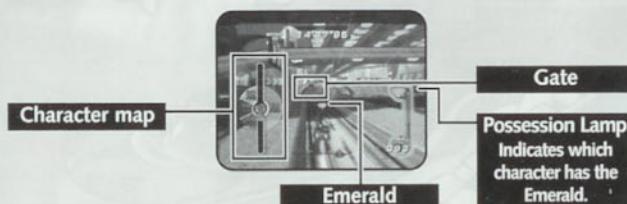


PLAYING THE GAME

TAG MODE GAME SCREEN

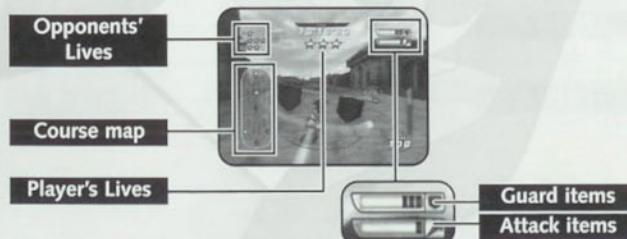


SURVIVAL RACE GAME SCREEN



- The player map shows the positions of each player relative to the Emerald.

SURVIVAL BATTLE GAME SCREEN



PLAYING THE GAME

EXTREME GEAR AIR SYSTEM

Racing is performed on Extreme Gear Boards powered by Air stored in the Air Tank. At regular speeds, Air is consumed fairly slowly, but special moves such as Air Slide and Air Boost will consume Air at a much higher rate. Air can be replenished by picking up Air Items, performing Trick Actions, capitalizing on your characters' Special Skills, and rotating the Control Stick during Automatic Trails.

If the Air Tank becomes empty, you will have to run to the nearest Air Pit to fill up, perform a trick, or pick up an Air power-up item.

AIR PIT

Air pit terminals allow you to quickly fill your Air Tank, and are positioned at various points around the tracks. Simply ride/run over the Air pit to refill the tank. When the tank is full, you will automatically leave in the correct direction to continue the race. If you're in a rush, press the **A** Button to leave the Air pit immediately.



Note: Not all tracks have Air Pits.

CONTROLS

Steering

Control Stick

While riding your Extreme Gear, use the Control Stick to steer left and right around the track. Forward motion is automatic so no Controller input is required.



Air Boost

B / **X** Button

Press the **B** or **X** Button for an extra blast of speed. Air Boost also allows you to attack rivals ahead of you, temporarily disorientating them and costing them time. This technique consumes a considerable amount of Air, so try to use it sparingly.

PLAYING THE GAME

Air Slide Steering + [L] / [R] Button

Some turns are too tight to tackle at high speed. Pressing either the [L] or [R] Button while steering into the corner will shoot a jet of Air out the side of your Gear to assist in maneuvering. Air is consumed more quickly when performing an Air Slide.



Brake [L] / [R] Button

Press either the [L] or [R] Button to brake quickly.

Tornado [L] + [R] Button

If a character is too close behind you, you are then vulnerable to being attacked, or overtaken. Press the [L] and [R] Buttons together to create a mini Tornado that will halt your rival in their tracks. Tornados cost you both speed and Air, so check conditions carefully to make sure other players can't take advantage.



Running Control Stick

During the countdown at the start of the race, run toward the startline. You can boost your initial start by crossing the startline just after the countdown finishes. Don't cross it too soon or you will get electrified and brought to a standstill for a short period.

During the race, if your Gear runs out of Air, you will need to make your way on foot until you reach an Air pit to fill up, perform a trick, or pick up an Air power-up item.

PLAYING THE GAME

GIMMICKS

Trick Zones

These can be found at various points on each track, and act as springboards allowing you to perform a variety of Trick Actions. To perform a simple Trick Action, press the [A] Button to jump as you ride over a Trick Zone. For a longer jump that allows greater combos, hold down the [A] Button to Charge as you approach the Trick Zone and release as you pass over it. Correct timing is crucial. While in the air, use the Control Stick to perform spins in all directions.



Larger numbers of spins in a variety of directions will award you a higher Rank, which replenishes a greater amount of Air. When the Control Stick is neutral, the character will automatically return to the upright position facing forward ready to land. Fail to land correctly, and you'll get a lower Rank and receive less Air.

There are two types of basic Trick Action as follows:

Back Flip

Hold the Control Stick ▼ as you release the [A] Button. Back Flips propel you high into the air making it possible to reach Shortcuts or bonus Items far above.

Front Flip

Hold the Control Stick ▲ as you release the [A] Button. Front Flips propel you further forward making it possible to reach distant Shortcuts.



Grind Rails

Grinding allows you to travel at speeds faster than the standard riding speed. Approach a pipe or rail suitable for Grinding (grindable rails have a blue light at the front), and press the [A] Button to connect. Grind surfaces must be approached from above, so it may be necessary to first Jump ([A] Button) or make use of a ramped surface. So essentially you'll need to Jump twice to properly land on a rail.

Only Speed Type characters (p.21) are able to Grind.

PLAYING THE GAME

Accelerators

Launch into an Accelerator and you will be propelled forward at a higher speed than normal, sometimes as a Shortcut bypassing part of the course. Use the Control Stick to try to pass through as many Accelerators as you can for maximum speed and bonus Air.



Only Flight Type characters (facing page) can access Accelerators. This is also known as Air Riding.



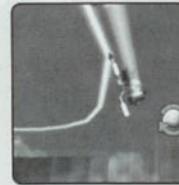
Barricades

Some routes around the track are sealed off by obstacles such as barrels and stationary vehicles, that have to be smashed through to gain access. Smashing obstacles is as simple as riding straight into them. Try to break as many as you can in succession to receive maximum bonus Air.

Only Power Type characters (facing page) can access Barricaded areas.

Automatic Trails

Some sections of the race courses are automatically controlled and require no input from the player. However, in most cases, you can increase your speed and Air by rotating the Control Stick clockwise as quickly as possible during these sections.



Shortcuts

Use of Trick Actions and Character Type Skills (see facing page) such as Grinding, can sometimes allow you to access hidden shortcuts around the course. Make use of these shortcuts to keep you in the lead.

PLAYING THE GAME

Turbulence

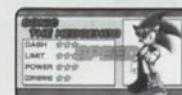
Riding Gear at high speed sometimes leaves a trail of Turbulence behind which can be surfed by other characters. To surf a rival's Turbulence, approach the trail from the rear or push it from the side, and then duck left and right quickly to increase your speed. If you can reach the source of the Turbulence, you can overtake a rival putting you in the lead.

Depending on conditions, Trick Areas may appear in the Turbulence. If your positioning is correct when these Trick Areas appear, you will automatically perform Trick Actions that increase both speed and Air.

DEVELOPING YOUR RACING SKILLS

CHARACTER TYPES

There are three different Types of characters that excel in either Speed, Power or Flight. Depending on your Character Type, additional Skills are available which can earn you bonus Air, and which give you the winning advantage.



Speed Type

Ability to Grind along edged surfaces such as rails and pipes.

Flight Type

Ability to launch off runways and fly through chains of Accelerators.

Power Type

Ability to punch through obstacles such as cars and barrels, sometimes revealing a Shortcut.

PLAYING THE GAME

EXTREME GEAR

A range of Extreme Gear equipment is available for you to choose from. Each has its own characteristics in terms of speed, acceleration, cornering, durability, etc. Each character and Gear combination will have different strengths and weaknesses that you will need to take into consideration when refining your race style. Attributes for both characters and Gear are displayed as follows:

Dash	Rate of acceleration.
Limit	Maximum speed that can be reached.
Power	Ability to maintain speed over rough terrain.
Cornering	Ability to handle tighter corners.

The more stars, the stronger the attribute.

- In Normal Race Mode, some Gear may be unavailable for certain courses.

POWER-UP ITEMS

Item Boxes containing Power-Up Items can be found around each track. Simply touch an Item Box to receive the Item. Items are detailed as follows:



	Rings Gives bonus Rings in various amounts.		Air Tops up your Air Tank by various amounts.
	Magnetic Barrier* Draws in Rings like a magnet.		Invincible Barrier* Protection from all attacks and obstacles.
	High Speed* Sudden boost in speed.		Speed Down* Slows you down to a crawl.
	Explosion Launches a bomb at players ahead knocking them off balance.		Question Item Contains a mystery Power-Up Item.

*Effects are for a limited time only.

PLAYING THE GAME

LEVEL-UP

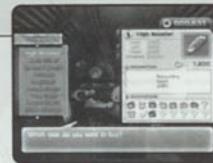
Try to collect Rings positioned around the tracks. When your Ring count reaches certain levels, you will Level-Up, increasing your parameters and abilities. If you are attacked or fall off the course, your Ring count will return to 0, and your Level will return to 1.



The Rings held at the end of each race are automatically accumulated and can later be exchanged for Gear at the Shop (see facing page).

SHOP

Purchase additional Extreme Gear with accumulated Rings.



When you enter the shop, select Exchange and press the **Ⓐ** Button. Then use the Control Stick **▲** **▼** to browse the Gear. Details and parameters are displayed on the right panel. When you decide which type of Gear you wish to purchase and have enough Rings, press the **Ⓐ** Button to Exchange. The Gear can then be selected from the Player Entry screen, and viewed from the Gear Gallery (p.10).

PAUSE MENU

During gameplay in all modes, press START/PAUSE to pause the game and bring up the Pause menu. Here you can select from the following options:

Retry	Restart the current game from the beginning.
Quit	End the current game and return to the Mode Menu.
Cancel	Exit the Pause menu and continue the race.

PLAYING THE GAME

SPECIAL RULE MODES

TAG MODE

Tag Mode is selected from the Mode Select menu (p.12). The objective is to partner up with another player or CPU character and share a single Air Tank as you race against another team. Players 1 and 2 make up the first team, and players 3 and 4 make up the second. If either team member crosses the line first, that team wins. Controls are the same as for the regular game modes. Shortcuts and Type Skills are not available.

During the race, it is important to keep an eye on your teammate's progress, for if you stray too far apart the character in front will be zapped and forced to wait until the other catches up. If you stay close together though, the Air Tank will be slowly topped up. The distance and relative positions of each member are easily grasped by referring to the Tag Information display at the center.

Hint: Why not make use of each other's Turbulence to leapfrog your way into the lead!

SURVIVAL RACE STAGE

Survival Race Stage is selected via Survival Mode in the Mode Select menu (p.12). The objective is to carry the one and only Chaos Emerald through a set amount of Gates before the other characters do. Controls are the same as for the regular game modes. Shortcuts and Type Skills are not available.

Check the character map display to see your position relative to the Chaos Emerald. If another character has the stone, you will need to attack them by touching them to retrieve it. Once it's in your possession, you'll become the prime target, so watch your back!

- Time is limited when the chaos Emerald is in your possession.

PLAYING THE GAME

SURVIVAL BATTLE STAGE

Survival Battle Stage is selected via Survival Mode in the Mode Select menu (p.12). The objective is to move around the special courses attacking the other characters until only one remains. Controls are the same as for the regular game modes.

Each character starts out with three lives, and will lose one each time he/she takes damage. When no lives remain, the character is out. Around the course are Power-Up Items to fill your Air Tank, increase your speed to max, increase your attack power, and increase your defenses. Check the course map to find the positions of items and other characters.

- In the Space Theater stage, opponents can only be damaged by knocking them into the electrified fences, or off the edge of the stage.

FINISHING THE GAME

At the end of a race, the race results are displayed. First, the individual lap times will be displayed together with the total race time. Shortly after, the total race times and positions for each character will be displayed.

Depending on the mode, pressing the **Ⓐ** Button brings up the following menu:

Restart	Start a new race with the same settings and conditions.
Replay	Watch an action replay of the completed race.
Back to menu	Quit and return to the menu.





CREDITS

The following credits list the staff responsible for the localization, marketing, and manual production for *Sonic Riders™*. See the in-game credits for the complete list of the original development staff.

SEGA OF AMERICA, INC.

CEO

Naoya Tsurumi

President / COO

Simon Jeffery

Senior VP of Product Development

Bill Petro

Localization Producer

Jason Kuo

Senior Test Lead

Shawn Dobbins

Test Lead

Lee Frohman

Assistant Test Lead

Joshua Pfeiffer

Davidson Talag

VP of Marketing

Scott Steinberg

Sr. Brand Manager

Don Mesa

Assistant Product Manager

Yosuke Moriya

Creative Services Manager

Jen Groeling

Director of Web Development

Chris Olson

Online Art Director

Rodwin Pabello

Sr. Copywriter

Bridget Oates

Sr. PR Manager

Bret Blount

PR Manager

Erica Rogers

QA Manager

Deni Skeens

Testers

Stephen Akana

Michael Baldwin

Jared Bishop

Dennis Constantino

Steve Fleming

Ryan Jones

Patrick Joyst

Rhianna Kellom

J.J. Mc Kenna

Frank Morales

Shymal Raj

James Shattuck

Patrick Woo

Build Engineers

Curtis Chiu

Rick Ribble

SEGA LOGISTICS SERVICE CO., LTD.

Manual Production

Yoshihiro Sakuta

Hisakazu Nakagawa

Colin Restall

NOTES



NOTES

LIMITED WARRANTY:

SEGA of America, Inc. warrants to the original consumer purchaser that the game disc or cartridge shall be free from defects in material and workmanship for a period of 90-days from the original date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective game disc or cartridge will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or manufacturing workmanship. This limited warranty does not apply to used software or to software acquired through private transactions between individuals or purchased from online auction sites. Please retain the original, or a photocopy, of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the product, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Sega to obtain support.

Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:

- Website: www.sega.com/support
- E-mail: support@sega.com
- Telephone: 1-800-USA-SEGA

LIMITATIONS ON WARRANTY

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEGA OF AMERICA, INC., BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES AND CANADA ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS THAT VARY FROM STATE TO STATE.

To register this product, please go to www.sega.com

SEGA of America, Inc.

1650 Townsend Street, Suite 650, San Francisco, CA 94103

SEGA is registered in the U.S. Patent and Trademark Office. SEGA, the SEGA logo, and Sonic Riders are registered trademarks of SEGA Corporation or its affiliates. © SEGA CORPORATION, 2002. All Rights Reserved. This game is licensed for use with The Nintendo GameCube System only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. Licensed by Nintendo. Published by SEGA. Other products and services may be trademarks of their respective owners. Nintendo, Programmed in Japan. Made and printed in the USA. U.S. Patent Nos. 5,269,687 and 5,354,202 used under license from Midway Games West Inc. Fonts used in this game are supported by FONTWORKS International Limited. FONTWORKS product names and FONTWORKS logos are registered trademarks or trademarks of FONTWORKS International Limited. Copyright 1994-2002 FONTWORKS International Limited. All rights reserved.

**Hero or Villain?
You Decide!**

SHADOW™ THE HEDGEHOG

**AVAILABLE
NOW**



SEGA OF AMERICA
650 TOWNSEND STREET, SUITE 650, SAN FRANCISCO, CA 94103

SEGA IS REGISTERED IN THE U.S. PATENT AND TRADEMARK OFFICE.
SEGA, THE SEGA LOGO AND SHADOW THE HEDGEHOG ARE REGISTERED
TRADEMARKS OF THE SEGA CORPORATION. © SEGA CORPORATION, 2005.
ALL RIGHTS RESERVED. PRINTED IN THE USA

SEGA
www.sega.com

EVERYONE



Fantasy Violence
Mild Language
www.esrb.org